

## IN THE CLAIMS:

1. Cancelled
2. (AMENDED) The method of claim 1-37 comprising displaying the constituency of the deck data available for selection and display at the completion of each hand of play.
3. (AMENDED) The method of claim 1-37 comprising displaying the constituency of the deck data available for selection and display after the selection and display of card data.
4. (AMENDED) The method of claim 1-37 comprising counting the number of card data selected and displayed during the play of a series of outcomes and at a predetermined count X and before the play of the next hand reconstituting and reconfiguring the deck data into a new, random, serial order of the card data available for selection and display to N card data.
5. (AMENDED) The method of claim 4 comprising the player prompting reconstitution and reconfiguration of said deck data.
6. (AMENDED) The method of claim 1-further 37 comprising displaying the deck constituency data in a table.
7. (ORIGINAL) The method of claim 6 further comprising displaying the deck constituency data in a table including the values and suits corresponding to said card data.
8. (AMENDED) The method of claim 1-37 comprising counting the number of card data selected and displayed during the play of a the series of outcomes hands and reconstituting and reconfiguring the deck data into a new, random, serial order of available for selection and display to N card data before the play of the next hand in

response to the first of (1) the display of a predetermined count X of card data or (2) the display of data representing a trigger.

9. (AMENDED) The method of claim 4 37 comprising counting the number of card data selected and displayed during the play of a series of outcomes and reconstituting and reconfiguring the deck data into a new, random, serial order of available for selection and display to N card data before the play of the next hand in response to the first of (1) the display of a predetermined count X of card data, (2) the display of data representing said trigger or (3) the player prompting reconstitution and reconfiguration of said deck data

10. (AMENDED) The method of claim 4 37 further comprising configuring said processor to display a pay table corresponding to each winning outcome and the corresponding award and to reconfigure the displayed pay table where deck depletion eliminates a winning outcome.

11. (AMENDED) An electronic device for playing a hands of a card game according to the rules thereof utilizing data representing a deck of N playing cards:

- a first data structure storing data representing each playing card of said deck;
- a processor, said processor configured to include means for randomly arranging said playing card data into a random, serial order;
- a video display;
- means for a player to make a wager and prompt play of the game;
- said processor, in response to prompting, configured to select and display at said display data from said first data structure representing a predetermined number of cards selected in order from said arranged data inventory to define an initial holding;

a control device for completing said initial holding according to the rules thereof by at least one of (1) replacing at least one card of the initial holding or (2) selecting additional cards, said processor configured to select and display at said display from said first data structure data representing each replacement or additional cards selected in order from said arranged data to define a final outcome for the hand of play;

said processor configured to display at said display data corresponding to the remaining constituency of said deck data depleted of said displayed card data;

said processor further configured to display data that said depletion has eliminated a final outcome; and

said processor configured to determine if said final outcome is a winning or losing outcome and to issue an award for a winning combination.

12. (ORIGINAL) The device of claim 11 comprising said processor configured to display said data corresponding to said remaining constituency the deck data at the completion of each hand of play.

13. (ORIGINAL) The device of claim 11 comprising displaying the constituency of the deck data after the selection and display of card data.

14. (ORIGINAL) The device of claim 11 comprising a counter to count the number of card data selected and displayed during the play of a series of outcomes, said processor configured to, at a predetermined count X of cards and before the play of the next hand, reconstitute and reconfigure the deck data into a new, random, serial order of N card data.

15. (ORIGINAL) The device of claim 11 comprising an input device to prompt reconstitution and reconfiguration of said deck data.

16. (ORIGINAL) The device of claim 11 further comprising said processor configured to control the display to display the deck constituency data in a table.
17. (AMENDED) A method for playing an electronic Video Poker game utilizing data representing a deck of N playing cards comprising:

providing a data processor including a first data structure storing data representing at least one deck of N playing cards according to the rules of the game;

configuring the playing card data into a random, serial order;

a player making wagers and playing a series of hands;

for each hand of play, selecting data from the first data structure and displaying at an electronic display data representing an initial holding of playing cards defining an initial holding, said data selected in order from the serially arranged deck data;

selecting a card of the initial holding to replace, said processor for any selected card to replace selecting and displaying one or more cards selected in order for the serially arranged deck data to define a final outcome, card combination;

displaying the constituency of the deck data depleted of said displayed cards;

and

comparing said final outcome card combination to data stored in a second data structure representing winning outcome combinations and if a winning outcome combination has been obtained issuing an award ; and

if said depletion of said deck has eliminated the availability of any winning outcome, displaying information of said elimination
18. (ORIGINAL) The method of claim 17 comprising displaying the constituency of the deck data at the completion of each hand of play.

19. (ORIGINAL) The method of claim 17 comprising displaying the constituency of the deck data after the selection and display of card data.
20. (ORIGINAL) The method of claim 17 comprising counting the number of card data selected and displayed during the play of a series of outcomes and at a predetermined count X and before the play of the next hand reconstituting and reconfiguring the deck data into a new, random, serial order of N card data.
21. (ORIGINAL) The method of claim 20 comprising the player prompting reconstitution and reconfiguration of said deck data.
22. (ORIGINAL) The method of claim 17 further comprising displaying the deck constituency data in a table.
23. (ORIGINAL) The method of claim 22 further comprising displaying the deck constituency data in a table including the values and suits corresponding to said card data.
24. (ORIGINAL) The method of claim 17 comprising counting the number of card data selected and displayed during the play of a series of outcomes and reconstituting and reconfiguring the deck data into a new, random, serial order of N card data before the play of the next hand in response to the first of (1) the display of a predetermined count X of card data or (2) the display of data representing a trigger.
25. (ORIGINAL) The method of claim 17 comprising counting the number of card data selected and displayed during the play of a series of outcomes and reconstituting and reconfiguring the deck data into a new, random, serial order of N card data before the play of the next hand in response to the first of (1) the display of a predetermined count X of card data, (2) the display of data representing said trigger or (3) the player

prompting reconstitution and reconfiguration.

26. (ORIGINAL) The method of claim 17 further comprising configuring said processor to display a pay table corresponding to each winning outcome and the corresponding award and to reconfigure the displayed pay table where deck depletion eliminates a winning outcome.

27. (AMENDED) An electronic device for playing a hand of a Video Poker game utilizing data representing a deck of N playing cards:

a first data structure storing data representing each playing card of said deck;

a processor, said processor configured to include means for randomly arranging said playing card data into a random, serial order;

a video display;

means for a player to make a wager and prompt play of the game;

said processor, in response to prompting, configured to select and display at said display data from said first data structure representing a predetermined number of cards selected in order from said arranged data inventory to define an initial holding;

a control device for the player to select from said initial holding at least one card to discard, said processor configured to select and display at said display from said first data structure data representing the cards selected in order from said arranged data a card to replace each discarded card and to define a final outcome for the hand of play; said processor configured to display at said display data corresponding to the remaining constituency of said deck data depleted of said displayed card data; and—

said processor configured to compare said outcome to a schedule of winning outcomes stored in a second data structure and to issue an award for a winning

combination; and

said processor further configured to display data that said depletion has  
eliminated a final outcome.

28. (ORIGINAL) The device of claim 27 comprising said processor configured to display said data corresponding to said remaining constituency the deck data at the completion of each hand of play.
29. (ORIGINAL) The device of claim 27 comprising displaying the constituency of the deck data after the selection and display of card data.
30. (ORIGINAL) The device of claim 27 comprising a counter to count the number of card data selected and displayed during the play of a series of outcomes, said processor configured to, at a predetermined count X of cards and before the play of the next hand, reconstitute and reconfigure the deck data into a new, random, serial order of N card data.
31. (ORIGINAL) The device of claim 30 comprising an input device to prompt reconstitution and reconfiguration of said deck data.
32. (ORIGINAL) The device of claim 27 further comprising said processor configured to control the display to display the deck constituency data in a table.
33. (ORIGINAL) The device of claim 32 further comprising said processor configured to control the display to display the deck constituency data in a table including the values and suits corresponding to said card data.
34. (ORIGINAL) The device of claim 27 wherein said card data includes data representing a Joker and comprising a counter to count the number of card data selected and displayed during the play of a series of outcomes and said processor

configured to reconstitute and reconfigure the deck data into a new, random, serial order of N card data before the play of the next hand in response to the first of the (1) display of a predetermined count X of card data or (2) the display of data representing said Joker.

35. (ORIGINAL) The device of claim 27 comprising a counter to count the number of card data selected and displayed during the play of a series of outcomes , an input device and said processor configured to reconstitute and reconfigure the deck data into a new, random, serial order of N card data before the play of the next hand in response to the first of (1) the display of a predetermined count X of card data, (2) the display of data representing selected card data or (3) the input of a signal with said input device to prompt reconstitution and reconfiguration.

36. (ORIGINAL) The device of claim 27 comprising said processor configured to display a pay table corresponding to each winning outcome and the corresponding award and to reconfigure the displayed pay table where deck depletion eliminates a winning outcome.

37. (NEW) A method for playing a card game according to the rules thereof comprising:

- (a) providing a data processor having a first data structure storing data representing each playing card of at least one deck of N playing cards used according to the rules of the game;
- (b) a player making a wager to play a hand of the game and prompting play;
- (c) according to the rules of the game, displaying cards randomly selected by the processor from the data structure to define an outcome for the hand;

(d) assessing the outcome for the hand to determine if the outcome is a winning outcome according to the predetermined rules of the game and if the outcome is a winning outcome issuing an award to the player;

(e) depleting the card data available for selection and display for subsequent selection and display of card data which has been previously selected and displayed;

(f) displaying information to the player of any winning outcomes eliminated by said depletion; and

(g) to play subsequent hands repeating steps (b) - (f)..

38. (NEW) The method of claim 37 comprising at a predetermined depletion of said card data, reconstituting the deck data available to said data representing N cards.

39. (NEW) The method of claim 38 comprising the player prior to making a wager prompting the processor to reconstitute the deck data available to data representing N cards.

40. (NEW) The method of claim 37 comprising said game is Poker, displaying a winning outcome award schedule for predetermined winning Poker hand outcomes and where depletion of said data has eliminated the availability of an award from said schedule, indicating said elimination.

41. (NEW) The method of claim 37 comprising configuring said card data into a random serial order of cards N and selecting and displaying said cards from said data structure for said hands serially from said deck data.

42. (NEW) A method for playing a card game according to the rules thereof comprising:

(a) providing a data processor including a first data structure storing data

representing at least one deck of N playing cards according to the rules of the game, said card data including data for said cards corresponding to value, the suit of Clubs, Diamonds, Hearts and Spades and where a Joker is included in N, data representing said Joker;

- (b) a player making a wager to play each of a series of hands of play;
- (c) for each hand of play, randomly selecting and displaying from said first data structure at an electronic display data representing an initial holding of at least two playing cards and completing the initial holding to a final holding according to the rules thereof by at least one of (1) displaying additional cards or (2) replacing selected cards, said processor for any additional or replaced card randomly selecting and displaying card data from said data structure to define said final outcome, card combination;
- (d) displaying a tally corresponding to the constituency of the deck data of said data structure depleted of said cards displayed in the play of the preceding hands, said tally displaying the values and suits of said remaining constituent data including the display of any card values or suits which have been completely depleted;
- (e) for each hand determining if the players final outcome is a winning or a losing outcome and issuing an award corresponding to a winning outcome; and
- (f) at one of (i) the selection and display of a predetermined trigger card or (ii) a predetermined depletion of said deck data, re-constituting the deck data representing N cards.

43. (NEW) The method of claim 42 comprising displaying any outcomes rendered unavailable by depletion of said deck data.

44. (NEW) A method for playing a card game according to the rules thereof

and using an inventory of playing cards including the four suits of Clubs, Diamonds,

Hearts and Spades the method comprising:

storing data representing each playing card;

the player making wagers to play a series of hands of the game, each hand of the series played by a processor selecting and displaying (1) an initial set of cards and (2) additional or replacement set of cards from said inventory to produce a final, concluding, outcome for the hand,

excluding from selection and display data for cards which have been selected and displayed;

displaying data corresponding to a game outcome eliminated by said exclusion; and

issuing an award to the player for any hand of the series having a predetermined winning final outcome.

45. (NEW) The method of claim 44 comprising displaying to the player data corresponding to the values and suits of all cards remaining available for selection and display.

46. (NEW) The method of claim 44 comprising reconstituting to a full compliment of card data upon the exclusion of card data representing a predetermined number of cards and before the play of the next hand..

47. (NEW) A electronic device for playing a card game according to the rules thereof and using an inventory of playing cards including the four suits of Clubs, Diamonds, Hearts and Spades the device comprising:

a data structure storing data representing each playing card;

a video display;

means for a player to input wagers to play a series of hands of the game;

a processor configured to select and display at said display (1) an initial set of cards and (2) additional or replacement set of cards from said inventory to produce a final, concluding, outcome for the hand,

said processor configured to exclude from selection and display data for cards which have previously been selected and displayed and to displaying data corresponding to a game outcome eliminated by said exclusion; and

Said processor configured to determine if said outcome for the hand is a winning final outcome and if so to issue an award to the player..

48. (NEW) The device of claim 47 comprising said processor configured to control the display to display the inventory of cards which have not been excluded..